

**METHOD OF CALL CONTROL  
FOR CONSOLE SITES MONITORING CRITICAL TALKGROUPS  
IN A PACKET-BASED COMMUNICATION SYSTEM**

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**ABSTRACT OF THE DISCLOSURE**

A method of call control in a packet-based communication system having consoles, distributed among one or more console sites, that are adapted to monitor talkgroup calls. The console sites are served by console site links having a limited available bandwidth. Upon receiving a request for a talkgroup call, there is  
10 identified a number of priority consoles requesting participation in a talkgroup call. For example, the priority consoles (or console operators) may indicate that monitoring of the talkgroup call is "critical" for those consoles. Based on the location of the priority consoles, a number of priority console sites are identified for the talkgroup call. If sufficient bandwidth (e.g., call units of bandwidth) is  
15 available (or made available) to each of the priority console sites, the call is granted. Alternatively or additionally, the call may be granted to certain non-priority console sites if bandwidth is available. Bandwidth may be made available for critical talkgroups at certain sites by pre-empting non-critical talkgroups being monitored at those sites.

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